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PSYCHO STYRENE

The Journal of SCI-FI, Fantasy, & Horror Modelling

Round 2 Interviewed

Invaders Saucer lighiting Tutorial

Star Wars Frieghter

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Data Burst

By Geek Bot

First off I would like to apologise to you for the shortness of this Issue but unfortunately I was let down by a contributor at the last minuet so we had no option but to put out a short issue, one again sorry about this but we will be up to full strength next issue.

Well Welcome to Issue 9 this is the first stage of our revamp of the look of the magazine, I am also hoping to include a lot more tutorials and detailed project builds in here from now on as well, but bear with me on this as it is a long process and can take time to get done. There will also be a little move towards the film/animation arena soon too as we think that there is a massive area where these two hobbies collide. There are also plans for a short photo cartoon strip called the Mad Modellers Lab to be added as soon as the models are done and sets built, and stories written but I'm sure you get the Idea☺

Well we have some great stuff in here this issue for you so read on and I won't bore you any Longer

If there is anything you would like to see in here or any comments on the style format of the magazine, drop me a line here at Readers Comments or here on the forum

Well that's my rave over for this issue we have some good articles in here this issue so enjoy the mag and we will see you all in 60 ☺

Front Cover By Charlie Norris & Darren Llewellyn
Rear Cover By Martin Bower

This Issue

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Build Project

BUILDING AND LIGHTING THE MONOGRAM "INVADERS" SAUCER

BY SIMON "PAPA SMURF" MERCS

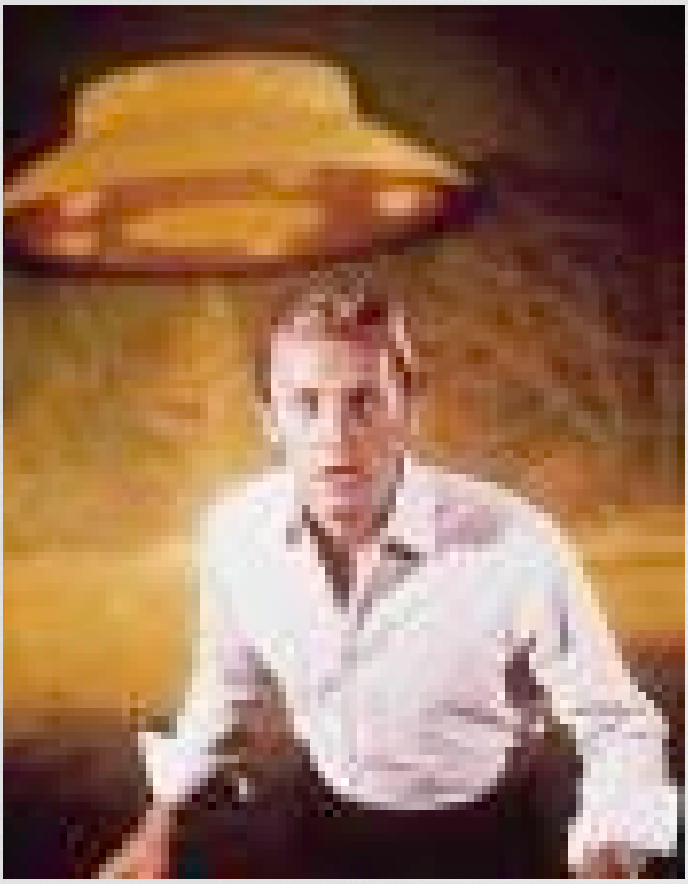
One of my favorite shows, as a kid, was the now classic TV show, "The Invaders". Every week, Roy Thinnes would scare the willies out of me with a new episode. Some of the props and special effects were quite spectacular then, and it did leave an impression on my young imagination. I remember using paper plates, drawing control panels and cut out seats, to create my very own "UFO". Time passed, and I became a prop maker, avid model builder, and as some of you may already know, a "Model Builder For Hire".

Back a few years ago, I was commissioned to build a lighted Monogram kit of the Invaders Saucer. This Monogram kit, no longer in circulation, other than on places like E Bay, is getting hard to locate.

Having a few in stock, I accepted the project, and began planning the build.

THE KIT:

The Monogram kit is not very big, only 7 inches in diameter. This poses some problems when you are asked to light up the interior as well. Traditionally, the interior Cabin area is used to house the batteries. Not a lot of parts, and it's still made of the wonderful "old style" styrene, hard and durable. The newer



styrene's seem to be more of a softer, almost silicone based material. As always, it's a good idea to begin by getting your "ducks in a row". Removing parts from the sprues, as there's not enough of them to get totally confused, and removing sprue tabs, and other little casting residues. Once this "prep" work is done, we can begin modifying parts for lighting.

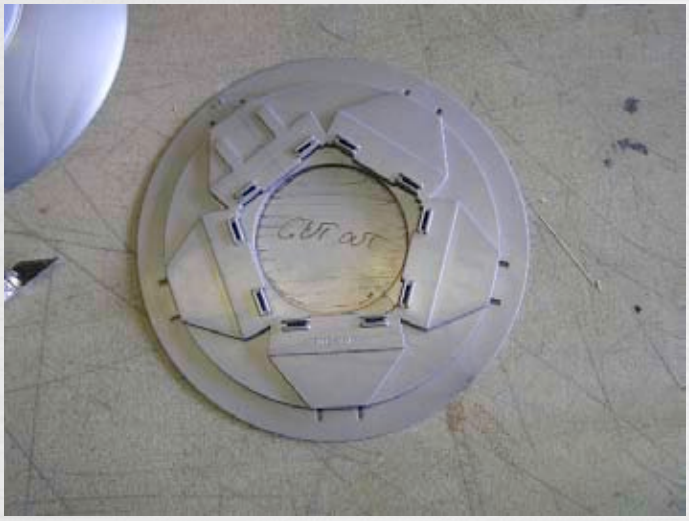
Most models that are not designed for lighting, as some of the more recent releases are, must be built sort of "backwards". You have to outline each step, ahead of time, or face some problems later on. So now we have our parts laid out, our outline specifies each step, and we can start the stage I call, "Slice and Dice".

MODIFICATION STAGE:

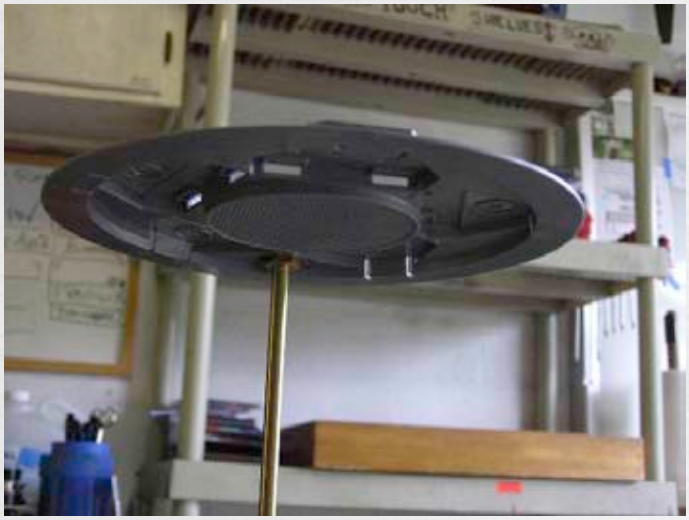
I began with the lower Hull section, and it required the removal of the large center "Engine" ring, and

apertures for the Landing Lights. I have been using Dremel Motor tools since the earliest days of my work, I can't say how much time these can save you. Not to mention the accuracy of work done with

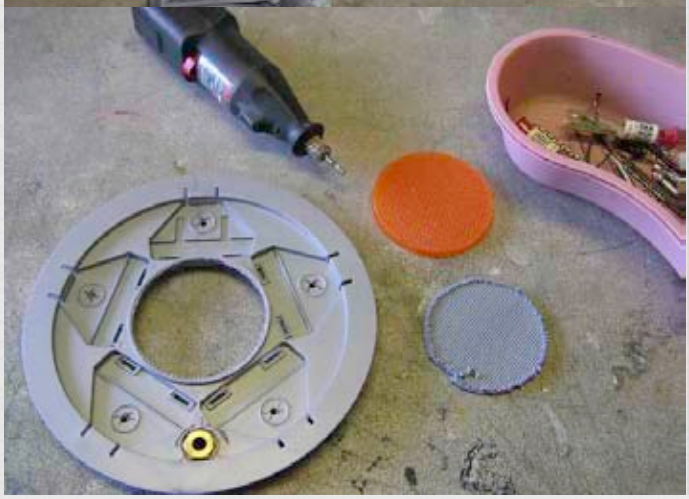
these wonderful tools for modelers. A bit "pricey", but worth every penny. Using the fine tipped grinder insert, the center detail was carefully removed. It takes a steady hand to do this, and caution as well. A slip and the part is ruined, and requires Apoxy repairs, or worse, sends you to the emergency room for a nasty gouge in your hand. As with all power tools, big or small, use due caution.
Once this stage is completed, you can begin to insert the after-market kit's clear pieces. I chose DLM's set, which includes the Orange center "Engine"



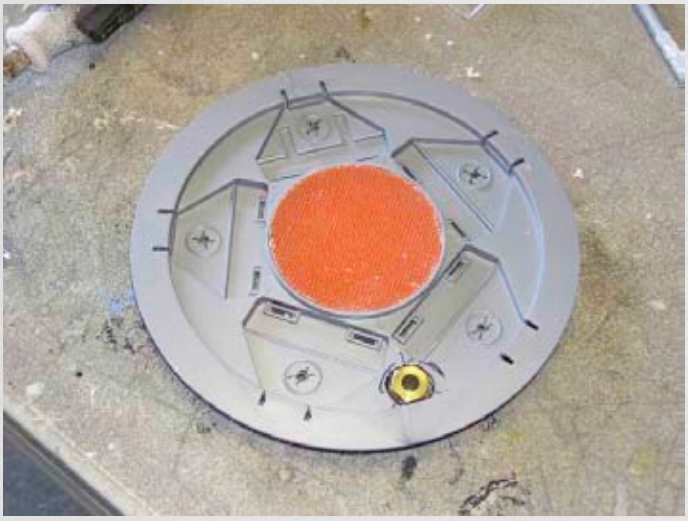
insert, and the clear “Windows” that go around the top of the Saucer’s “Cabin” area. The Dremel work is to remove most of the styrene, later refinements are done with your trusty Exacto knife, a small file,



and some very fine sandpaper.



Another alteration is to add the support rod to that bottom Hull section. This is where your wire leads, from the power source in the Base, will run through.



I have a lot of hardware in stock for this, some are common house lamp parts, others, modified brass rods that I have converted. I chose to go towards the far edge of the Saucer, as trying to do a center support would obstruct the clarity, and overall impact, of the Engine illumination. You have to be sure your not too close to the edge, or the stress will make the model sag downwards, not cool.

Now your sort of getting the idea of what building it "backwards" means. You have to build sub-assemblies first, then it comes together nicely later.

Once that support rod was in place, the Orange insert was test-fitted inside the round aperture, in the center of the Saucer's lower Hull. I prefer to use epoxy for clear pieces, as they are quite forgiving should you get a smear or drop on the clear part. Cryo glues are a bit harsh on clear parts, and leave that nasty fog, or worse, crack the part. However, Cryo glues are great time savers for standard assembly work, and have their place in all projects. But we are not ready to glue that part in yet, just checking to see if it fits correctly. In this case the fit was very good, and few, or no gaps, existed around the meeting edge, to be dealt with later.

Next up was modifying the small Command Console, found in one of the 4 "Rooms" of the Interior of the Saucer. Using some very tiny drill bits, just a tad thicker that a human hair, I drilled some holes where rear lighting could shine through. This is before I got into fiber optics, and a more primitive method of lighting a model. Based on Theater style lighting, and called "Black Box" lighting, it's a simple and effective way of getting a decent effect without a lot of hoopla. LEDS were to be mounted behind the part, which is "Blacked Out" to prevent light leaks. If correctly positioned, a

flashing LED added a nice "Winky Blinky" effect to that area.

Power lead holes were drilled under, and behind the Console, to light up the LED destined to go there.

This was not part of the light kit I purchased, which

provided the flashing Landing Lights, and Engine light. Nowadays I have a superb “Guru” for my lighting needs, back then, I bought them online, like everybody else. The light kit was pretty decent, and I was pretty happy to have it ready to go. Now most of the wiring was easy to hide, but the top of the

Saucer has a rotating circuit that is glued to the top of the “Cap”. Using the center section of that interior Wall assembly, I placed a length of wire, that would allow the lighting to work, and give the client the

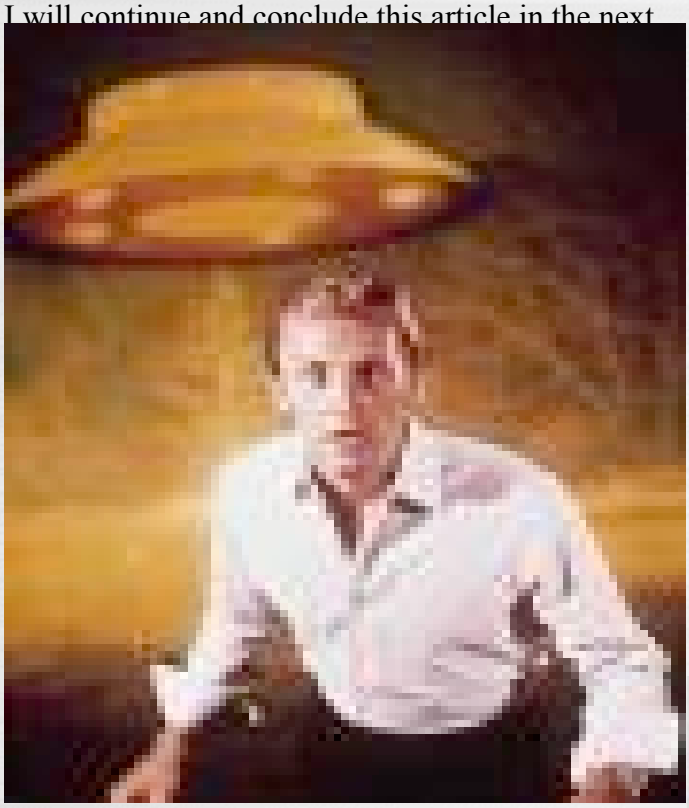
ability to remove that Cap, and view the interior. To replace the Cap, you simply had to tuck the wire back into the little center chamber, and voila, all was back in place. It worked very well, and no real loss of detail resulted.

The images you see added to this article, all show the process of this build, and should give you a good idea of what I’m trying to convey.

This concludes Part 1, of my article, on the Monogram Invaders Saucer build.

Next, I will go over the painting stages, colors utilized, types of paints, and final assembly.

I will continue and conclude this article in the next



Interviews

Round 2 questions

By Darren Llewellyn

This month we talked with Bob Plant from Round 2 Models, who are releasing the awesome kits from star trek and the very cool Robby the robot kit amongst some other genres of models about what they are doing and how the retro kit market is moving along these days

Could you tell us who you are and what role you have in the company?

I'm Bob Plant and I'm Creative Director for Round 2, and I'm chiefly involved in our Forever Fun holiday lines (foreverfun.com) and sci-fi, horror and Star Trek model kits (round2models.com). As far as my job responsibilities, mostly I seem to butt into whatever project our art directors happen to be working on at the moment. I read a lot of e-mail and complain and curse a lot, too – usually all at the same time (it's called "multi-tasking.")

Generally, it's my job to make sure that our art directors have all the resources they need to get the job done, while also offering some creative input and general direction. I also like to be hands-on with some of our projects; my background is in graphic design and I absolutely love working on the model kit packaging. We're all "jacks-of-all-trades" around here, so our jobs range from working on developing actual product, creating packaging and collateral material, putting ads together, and sometimes even dealing with customer service issues. We're a pretty small company and are pretty lean and mean (but not that mean).

How long have you been in business?

Round 2 has been in business for a little over 3 years now; we've been producing model kits for almost a year. The prior incarnation of the company was called Playing Mantis, and I worked there for about 6 years. (The company was sold to RC2 in 2004.) At Playing Mantis, my main responsibility was development and management of the Memory Lane holiday brand, with my focus being our extensive Rudolph the Red-Nosed Reindeer line.

The Polar Lights brand originated at Playing Mantis. Although I was not involved with the model kits back at PM, I was aware of what was going on in that department and it was a lot of fun seeing what

cool projects Dave Metzner, the Brand Manager of PL, was working on at any given time. Dave now works for Moebius Models, and has put out some pretty great kits in the past few years.

What was the main reason behind you starting the company?

Tom Lowe, original owner of Playing Mantis and originator of the Polar Lights brand launched a new company, aptly called Round 2, in 2005. Tom had already launched a line of slot cars under the

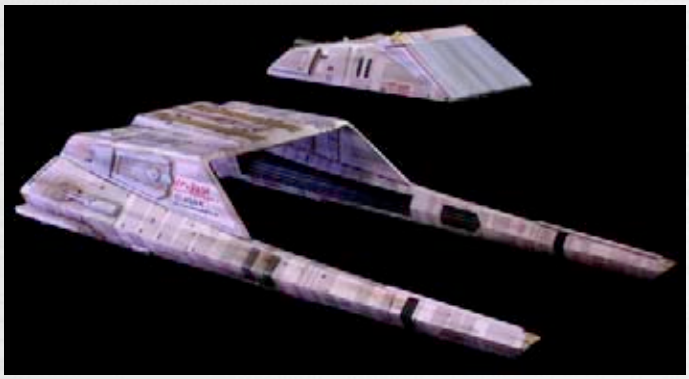
AutoWorld brand, and now had an opportunity to get back into the holiday figural market, so he invited me to come back on board and work on the re-launch of the Memory Lane brand (now called Forever Fun). Last year, Tom made a deal with RC2/Learning Curve Brands, to produce model kits utilizing tooling owned by RC2/LCB, which included MPC, AMT and Polar Lights tooling.

Tom is a fan of these nostalgic, hobby and toy-related product and simply enjoys finding a way to incorporate his passions and interests into a profitable business. He knows there are other fan-boys like us out there, and has found a way to bring a lot of the classic hobby product back that we loved so much when we were younger. I still love this stuff – I guess it is true, in some respects, that some of us never grow up!

What is the principal philosophy behind your company?

To produce quality product based on licenses and

properties (often with a nostalgic bent) that we love and respect, and that also satisfies the desires of the fan base that purchases our product, whether it's model kits, slot cars or holiday figures. To swipe a



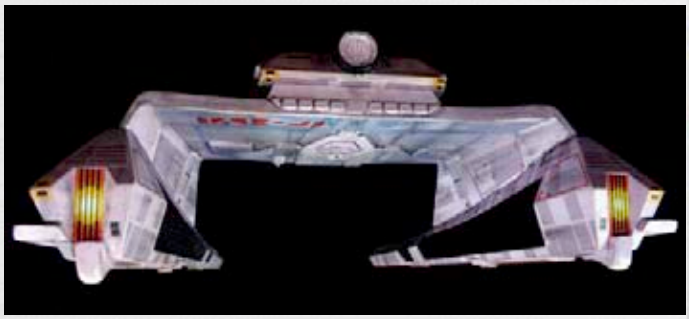
line from our official company statement: "Round 2 and its creative team are dedicated to producing detailed, quality playable and collectible items that appeal to the young and the young at heart." And we really mean it when we say that.

Round 2 is an unusual name for a company how did it come about and does it have any meaning?

Tom called the company "Round 2" because it was his second go at this type of collectibles/hobby Company.

Were you a modeller when you were a kid?

Absolutely! I was the perfect age for what I call the "second coming" of Aurora model kits, and was buying those square glow box monster kits with whatever bits of allowance money I could scrape

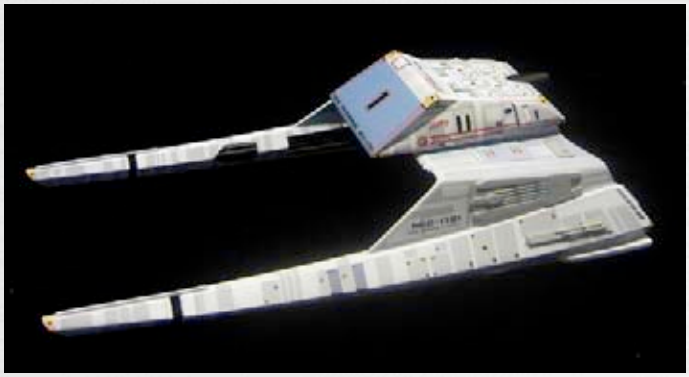


up. I still remember a particular summer where my cousin Robbie came to visit, and we were buying and building as many of those monster kits (and superhero kits) as we could get our hands on. I remember painting those with those sticky, high-gloss Testors and Pactra enamels. At the time, we were so proud of our work on those kits – boy

was that paint glossy, and using those little plastic brushes was akin to painting with sticks! The key, though, is that we had FUN, and the end result was something that we had our hands in creating: I built

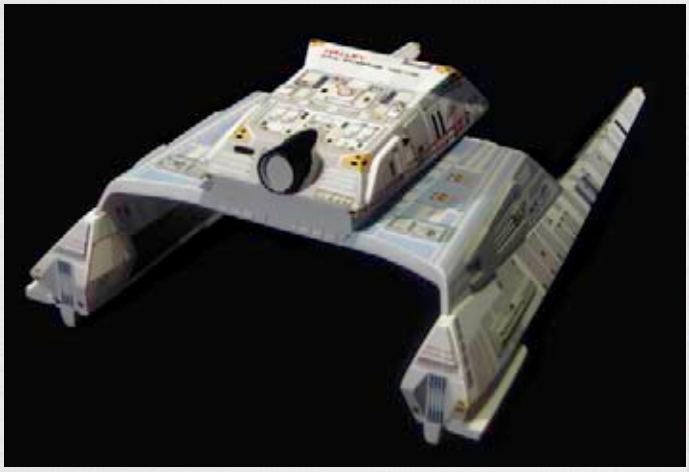
that Dracula; I built that Phantom.

I dabbled in all kinds of kits over the years, but my focus was still on the fantasy and sci-fi stuff – when I got a bit older and Star Wars came around, I was building those MPC Star Wars kits and having a blast. My skills had improved quite a bit by then, and I had finally figured out I didn't have to use those thick shiny paints and cheap brushes. And I LOVED that the Star Wars universe had that dirty used look, and I found that using washes and dry-brush on my model kits not only helped hide some of the flaws and assembly issues, but helped to emphasize detail.



What kind of kits did you make?

There were many, but these are the main ones I remember (I still have a few buried in my basement): Dinosaurs and Prehistoric Scenes – T-Rex, Stegosaurus, Triceratops, Prehistoric Swamp, Pteranodon,
Aurora Monsters – Dracula, Phantom, Frankenstein, Mummy
Aurora Superheroes — Superman, Batman (my faves)
Star Trek — Bridge, Exploration Set (ironically, I never built the Enterprise, because I had scratch-built my own using styrofoam meat-packing trays and cardboard tubes. Doesn't that paint a pretty mental picture?)



Star Wars – X-Wing, Imperial Walker, Millenium Falcon, Slave 1, Snowspeeder, A-Wing

Have you always been a sci-fi/horror fan?

Oh, yeah. I think my parents kept thinking (hoping, praying) I would grow out of it, but fortunately, that never happened.

What is your view on being referred to as a retro kit company?

We're quite proud of that fact, actually. Although I would like to state that we are in tune with the fact that today's modeller is far more demanding, and have tried to make improvements and enhancements to the kits where possible, and where our budget allows.

Are all of your kits reissues?

No – not all. It is taking us some time to get around to doing the new kits, but they are coming. We did

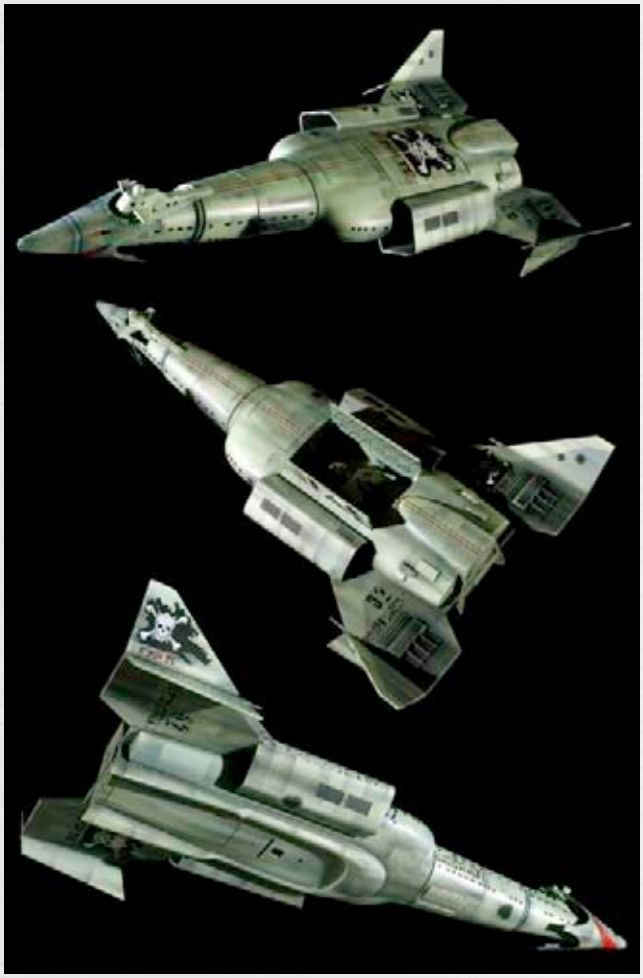
release a couple of Dodge Challenger kits this year that are all-new tooling, and by the end of the year, we will have released our first all-new Star Trek kit, a 1:1000-scale kit of the Enterprise A/Refit. Next year will see the release of the new Enterprise from the new Star Trek movie; that kit will be 1:2500-scale. 2011 will see the release of our 1:350-scale Star Trek: The Original Series Enterprise. We have more that's planned; once details are firmed up and work is underway, we'll be able to share more.

I first heard about your company with the talk on the forums about the star trek kits have you found this is how a lot of people have heard about you?

Our Trek kits do seem to have generated a lot of buzz; however, our automotive kits also seem to have a strong following. By the way, John Greczula

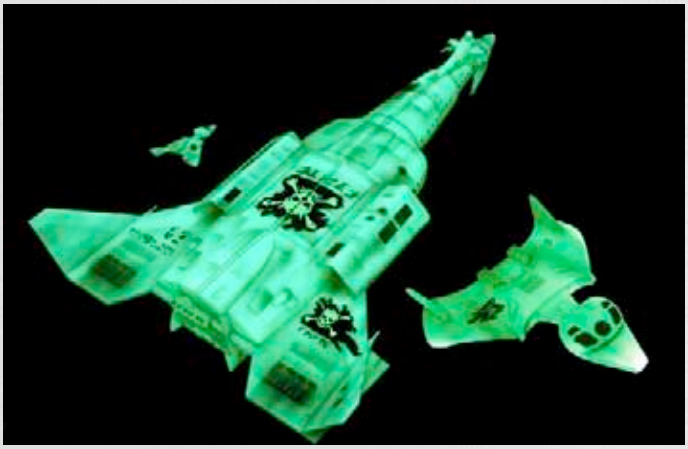
is Brand manager for the automotive kits, and he handles the bulk of development on that line. I'm glad that we have someone like John on board to help steer the automotive kits line. (Sorry for the pun.) John is extremely knowledgeable about the history of those automotive kits, and is a big fan himself.

With all these classic sci-fi kits on the market it seems like I have entered a time warp to my child hood, especially with the Interplanetary UFO Mystery Ship are we likely to see more like this

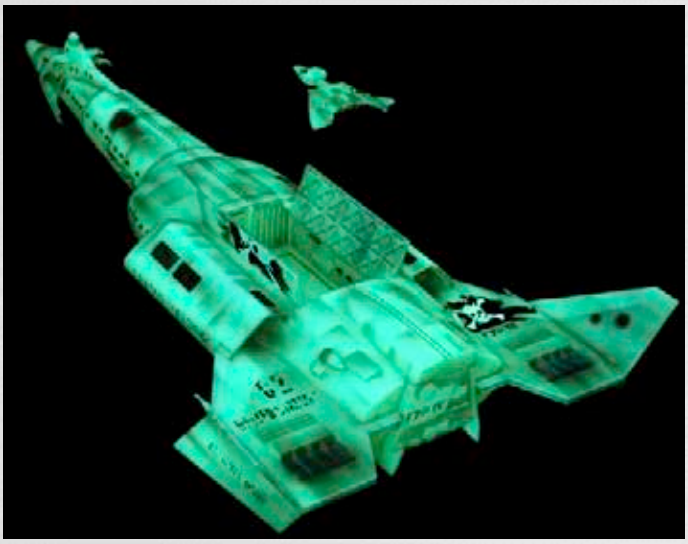


from you ?

We hope so! Really hoping the UFO does well so



we can either create new kits in the same vein or re-release some other old classics.



Unlike some of the other companies that have gone into this area you seem to be taking a more wide spread view of the retro kit market than the sci-fi and horror, did you feel this was a good idea to get your products into the bricks and mortar model and hobby shops?

Certainly. And really, to keep the hobby going, we'd like to be able to also offer some kits that have mainstream appeal that might help get models back into the mass market. We did manage to get some of our Star Trek kits into Toys'R'Us this past year, thanks to the buzz on the new movie, and we hope this will open up the opportunity for a broader spectrum of kits into the mass market. Time will tell.

What has the response to this been?

Quite positive. The only near-negative I would mention: there has been some puzzlement from the hardcore automotive kit builders in regards to casting our mass market automotive kits in colour plastic. Serious automotive kit builders prefer kits moulded in white.

Do you think that with all the talk about round 2 being focused on the sci-fi and fantasy kits and little mentioned about your other kits, do you see your company being thought of by so many, as aurora is, as a company that only did those types of kits?

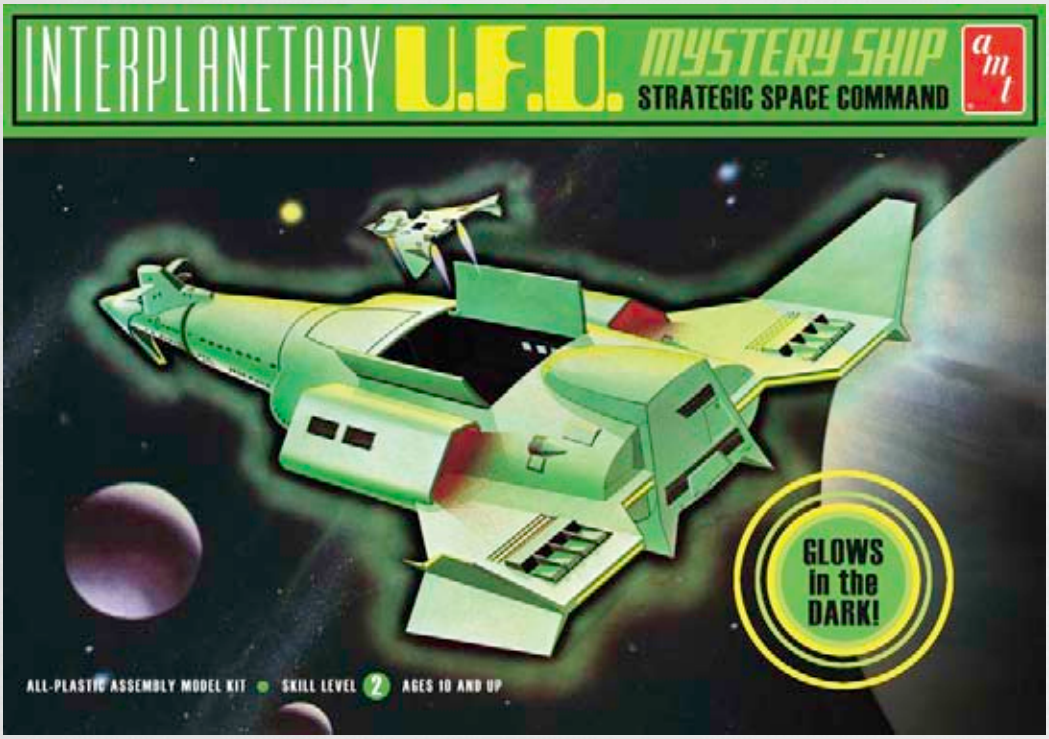
No – not really. Our automotive kits do quite well, even though for the most part that does seem to be a separate fan base, there are exceptions with some modellers who have interest in both areas.

All of the talk on the forums seems to be on your trek kits or your aurora re-releases. However well received these kits seem to be has this been a frustrating to you given the wide range you do produce?

Again, the sales numbers show us that that the fan base for the automotive kits is just as strong, so it's not a big concern. My guess would be that the sci-fi/fantasy/horror modellers simply tend to be a bit more vocal.

Do you feel that there is still a place for specialist sci-fi, fantasy and horror kits producers on the market, or do you feel that there needs to be a wider range produced for the specialist kits to survive?

There is a place for sci-fi fantasy kits on the market, and as long as strong sci-fi properties continue to do well and embed themselves in the public consciousness, I think they'll be fine. The new Star Trek movie was a big shot in the arm to the Trek franchise, and as I mentioned above, was a huge help

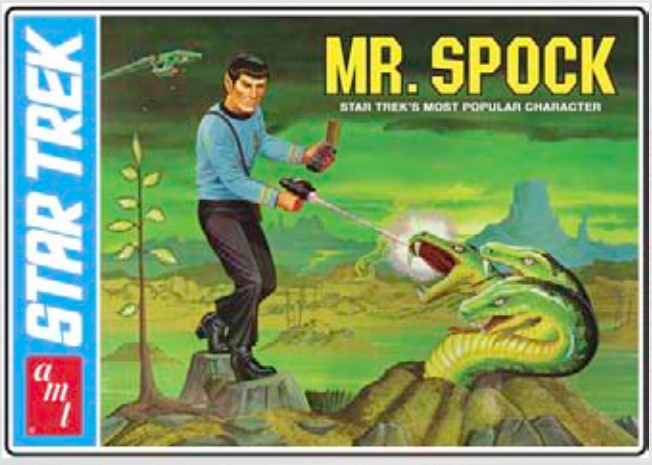


in getting our kits into a more mainstream market, like Toys'R'Us. However, that said, I do believe the fact that our lines have a nice balance of subject matter is a big plus.

Do you see the largest part of your distribution amongst online stores or bricks and mortar stores?

The brick and mortar hobby shop market does seem to be shrinking; however, we conducted a survey on the website not that long ago, and the majority of folks who responded still cited a brick and mortar local hobby shop as their main source for purchasing kits. Buying from a local hobby shop outnumbering online purchasing by about 2:1.

Between the AMT, MPC and Polar Lights kits you seem to have a really good selection of kits out there for the sci-fi fantasy and horror modeller, how have these been received?



Very well. Of course, the advantage for some of the kits, like the UFO Mystery Ship and the Mr. Spock kit, is that they have been out of release for so long, that modellers are hungry for affordable versions of these hard-to-find (and sometimes costly) vintage kits. Other kits that are more or less re-releases of kits that may not be quite as rare, we've made enhancements that I think greatly add to the appeal of those kits as well. For example, we're very proud of the minor tooling changes and enhancements we're making to the Vulcan shuttle, from adding magnets to "invisibly" hold the cabin to the warp sled, to detailed panel decals and an improved stand.

Have you any plans to redo more of the "Hot Rod" kits like the Boot Hill express?

John loves that type of subject matter, so as long as the market confirms that there's demand for these kits, we'll continue to release them. I personally think they are great fun.

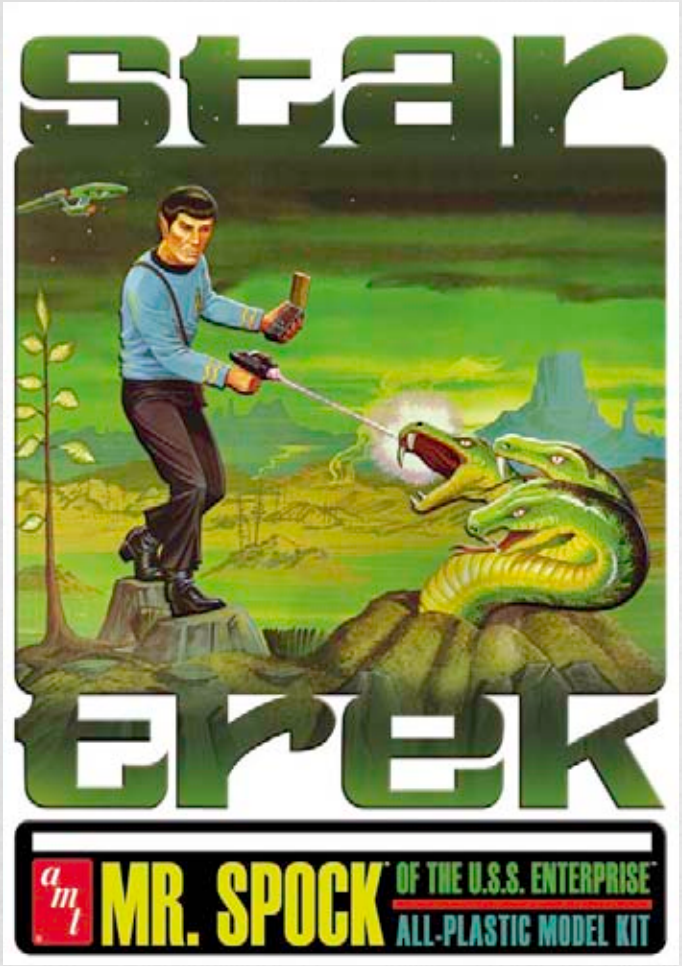
With the dinosaur kits are we likely to see some of the prehistoric scenes from you to go with these?

We do have plans to re-release the T-Rex in 2010; if sales justify tooling new dinos, we'd definitely like to add to the line sometime down the road. I think those three snap kits (T-Rex, Pteranodon and Tyrannosaurus) are great little kits that are easy to assemble, but have enough detail that the serious modeller can have a lot of fun with these, too.

You have done a couple of nice TV kits like the Mystery Machine, the Munster's coach and the general lee can we expect to see more of these?

Possibly, but no firm plans at the moment.

What has been the biggest problem in getting some of these kits to the market place?



No problems getting them into the hobby market, but we'd love to get more kits into the mass. The general thinking with the bigger mass retailers is that if it is not a pre-painted snap that a kid can assemble in less than 20 minutes, they don't believe it is a mass market item. And that is a quite an obstacle to overcome. We are looking at some ways to address that issue without compromising the heart of the line, which is producing a detailed kit that a serious modeller finds a desirable subject to assemble and finish.

With all the hype over the Spock kit are you considering producing any of the other crew members as kits?

Sure, we've talked about it, but there are currently no firm plans. With Trek, there's so much we'd like to tackle in kit form, I just don't know if we'll be able to get around to all of it. (Personally, I would love to see a Kirk Battling the Gorn kit!) If tooling up all of these kits weren't so darn expensive, we'd do it in a heartbeat. That said, there are Trek kits much higher up on the fans wants list that make

more business sense to address first.

Did you consider re-doing the Spock kit to be 1/8th scale to match in with the aurora kits on peoples shelves?

No, we didn't. With so much of the tooling intact, to be able to re-release the kit as it was originally just seemed so much more appropriate (and affordable). After all, part of the reason we made the deal with RC2/Learning Curve was to be able to utilize all this original tooling.

Have you any plans to do model kits from the new film?

Yep!

Given the chance to produce any kit you would like to what kit would it be and why?

I really can't answer that as it would reveal some very early, preliminary licensing discussions that may or may not result in an agreement that will allow us to produce kits. There are many other licenses and subjects we are looking at; unfortunately some of these "Holy Grail" licenses are completely off the table for us (and any other manufacturer as well) due to legal issues.

Thanks very much for talking the time to talk to us and we hope your success continues.

Next Issue

PART 2 OF THE INVADERS SAUCER ARTICLE

MAKING OF A ROBOT KIT

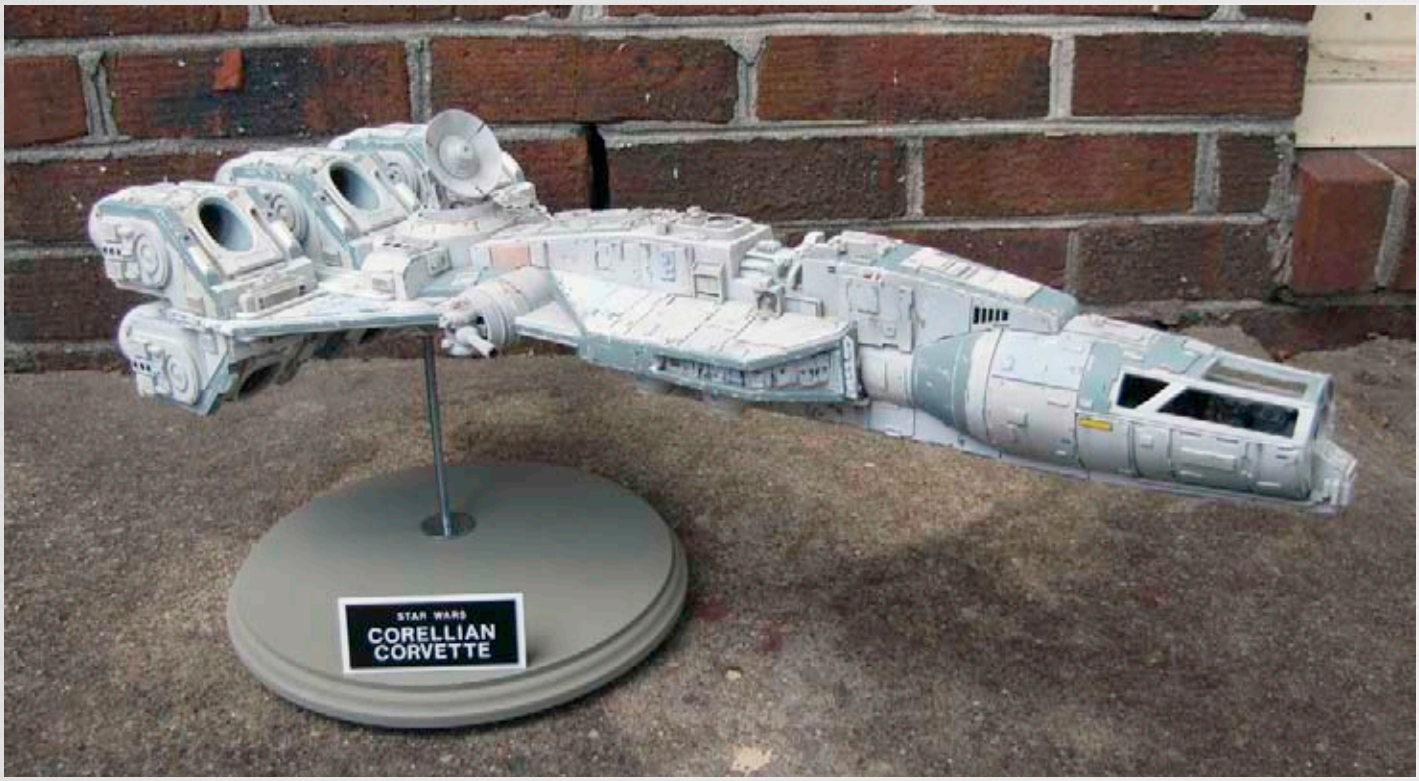
THE MUMMY AWAKENS. A LOOK AT MOBEIOUS NEW KIT

THE FIRST PART OF AN ARTICLE ON QUICK AND EASY WAY TO BUILD PUPPETS AND MODELS FOR YOUR DIORAMAS.

Showcase

The CORELLIAN CORVETTE

Model built and painted by Eric Duchin



Star Wars has been my favorite movie since I first saw it in 1977. It was simply breathtaking and changed the way many fans viewed science fiction. From a model builder's standpoint, it spawned several hobby kits and allowed kids of all ages to build their own fleets of X-Wing fighters, TIE fighters, and dilapidated old space freighters. These kits, originally released by AMT, were good representations of the ships we saw zooming around on the screen, but weren't perfect copies. As time went by, a lot of fans sought to build more accurate models of the ships we had grown to love. More hobbyists took advantage of the techniques used by "professional" model builders, namely molding and casting to create ever more accurate versions of models not only from the Star Wars movies, but of their own creations as well.

Randy Cooper has produced several sci-fi resin kits, both of established designs, and at least one of his own twists on a Star Wars theme, the **Corellian Corvette**. It's Randy's interpretation of a "might have been" ship from that universe. In my opinion, it appears similar to some early concept paintings by Ralph McQuarrie, who did a huge portion of the pre-production artwork for Star Wars. Mr. McQuarrie's original depiction of the *Millennium Falcon*, Han Solo's battered old freighter, looked quite different than the ship fans have become so familiar with. This original "pirate ship" concept eventually developed into the *Tantive IV*, Princess Leia's consular ship which is captured at the beginning of Star Wars.

The Corellian Corvette model was built, molded, and cast by Mr. Cooper and was available for a short run in the fall of 2008. The kit is cast in a sturdy off-white resin, and consists of 38 parts, and comes with a CD-ROM containing pictures of all parts and a pictorial assembly guide with construction notes. The parts are nicely formed, with a lot of the notched panels seen on other Star

Wars vehicles, and abundant external detail.

Construction was fairly straightforward. As with many resin kits, there were pour stubs to be removed, however Randy had done much of the rough trimming/sanding before packing up the kit for shipment. With a motor tool and sanding drum, plus a couple of sheets of medium to fine sandpaper, clean up on all parts was accomplished without difficulty. There were a couple of noticeable mold parting lines, but again these were easily taken care of with some careful sanding.

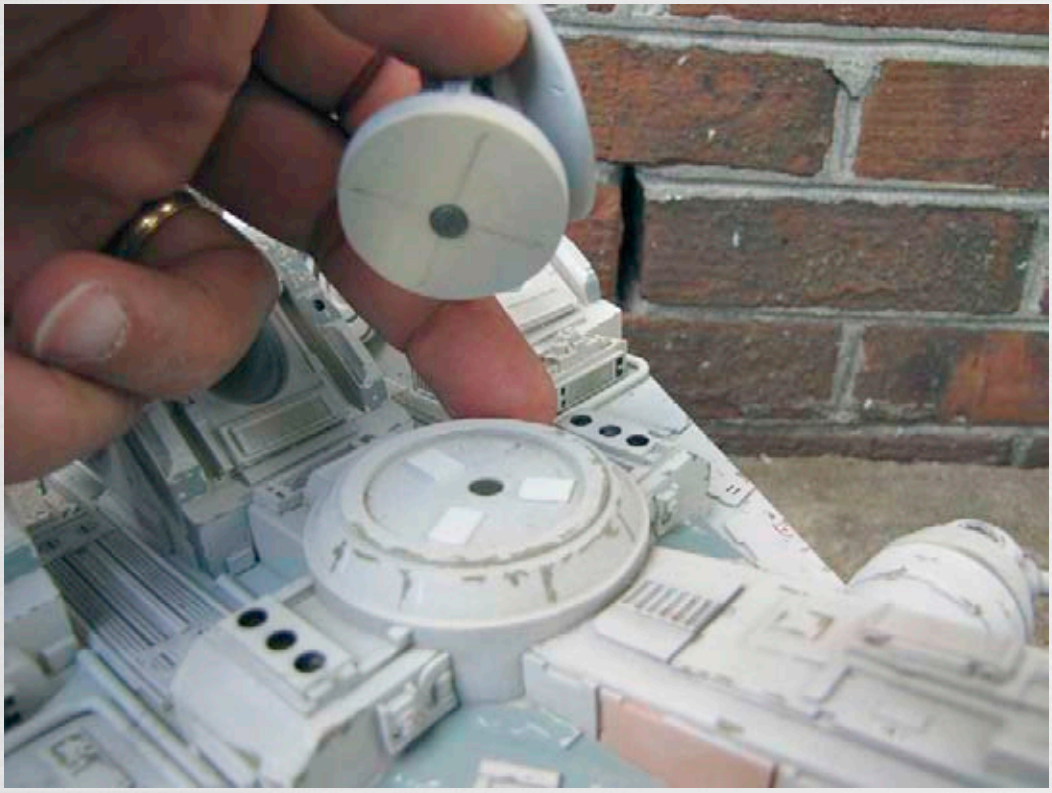
Once prep was done, I prepared for construction by completing the included cockpit interior parts. I'm not sure if there's an established scale for this model, but from the size of the cockpit seats, I'd guess 1:100 or so. I may be way off, though, but it definitely seems smaller than 1:72. The cockpit alone consists of four parts, which I painted with a dark gray acrylic. Control panels were picked out in a black-gray with a couple of tiny red/yellow dots added to simulate controls, and the seats were painted in a dark reddish brown. I set the cockpit components aside until I had painted the rest of the model.

The main body of the ship was one piece, with the cockpit cone attaching to the front, and those six large engines attaching to the rear. Overall, the completed model is around 20" long. I built several small subassemblies to make painting easier; main body, engines, sensor antenna, side mounted cannons, and the cockpit cone.

There are only a few parts to add to the main body portion; a rounded dome on the lower hull, and four one-piece escape pods. All assembly throughout was done using CA glue.

The engines consist of two parts apiece, the main housing which mounts against the hull, and the exhaust section. Once the two parts of each engine were sanded smooth on the attachment faces, they were glued together. These parts are all done in solid resin, and the six completed engines add quite

a bit of weight to the model! Of course, the option always exists to carve them out to reduce weight or even to add lighting. I don't get along well with electronics, and didn't add anything fancy to this model.

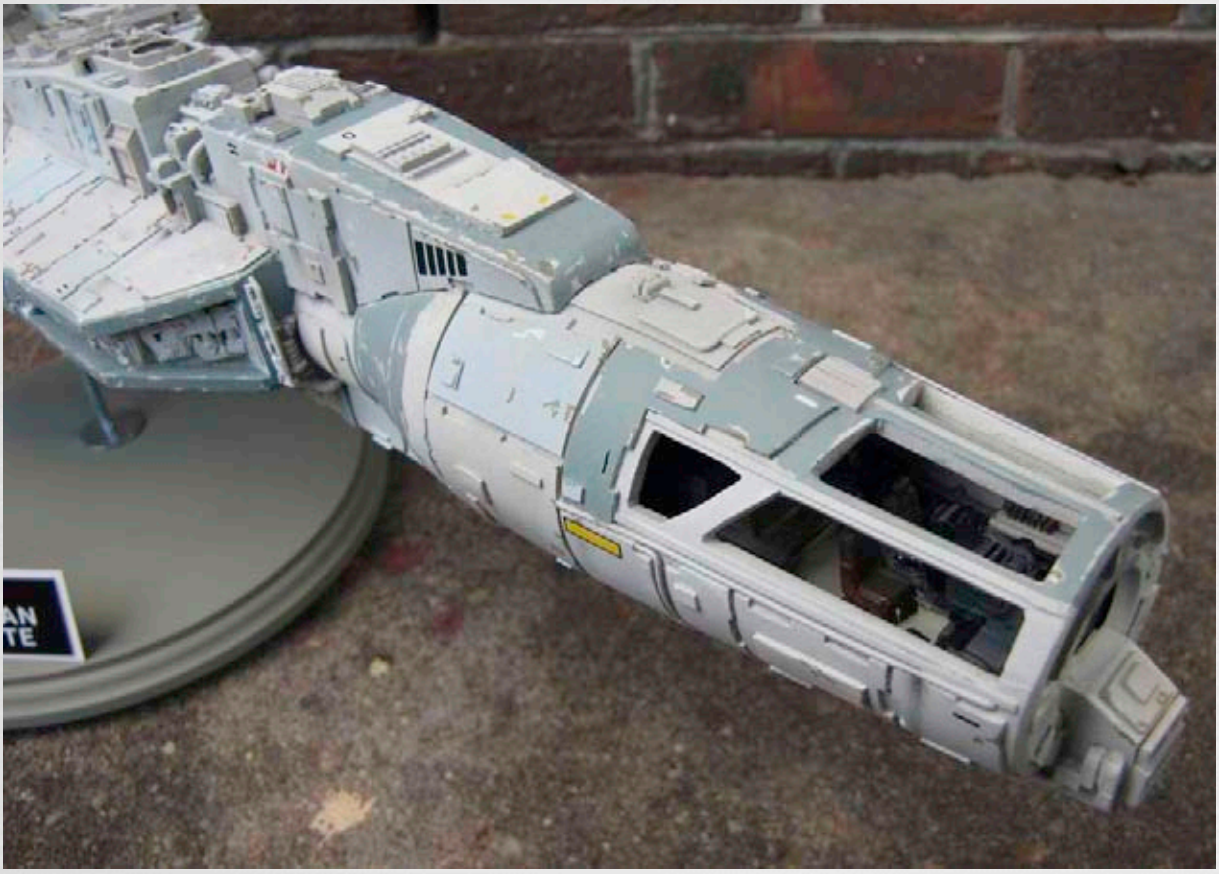


The sensor assembly is made up of four parts; a round base, two support arms, and the dish. Very quick assembly here. To attach the assembly to the main hull I decided to use magnets. It's a delicate assembly and I didn't want to risk having it break when transporting the model. I had some 3/16" rare earth magnets left over from another project, and simply drilled a shallow depression in the underside of the sensor base, and another in the main hull. The magnets were pressed into place, and hold the sensor very securely. So securely in fact, that I had to add some thin styrene shims to keep the magnets from physically touching! I almost couldn't get the base off the first time I tested the magnets. But now the sensor assembly is removable, and it can also be rotated.

The side mounted cannons are two parts each; a detailed base with a molded in hole where the barrel, slots in. The barrels had some parting lines that had to be sanded carefully to preserve the round shape.

Once all the subassemblies were completed, I began painting by spraying everything with a standard gray primer. This showed me a couple of areas that needed a bit more attention with the fine sandpaper. After I resanded, I sprayed the parts again and the model was ready for its base color. My main influence for the color scheme I chose was the McQuarrie painting mentioned earlier. The artwork depicts a dirty white ship with several contrasting panels in different tones. I sprayed all the subassemblies with Testors flat white, using several light, random coats. This gave a nice uneven appearance.

For weathering, I have enjoyed using pastel powders for several years. They're easy to work with, and can provide many different effects depending on how they're applied. On this model, I ground up a few



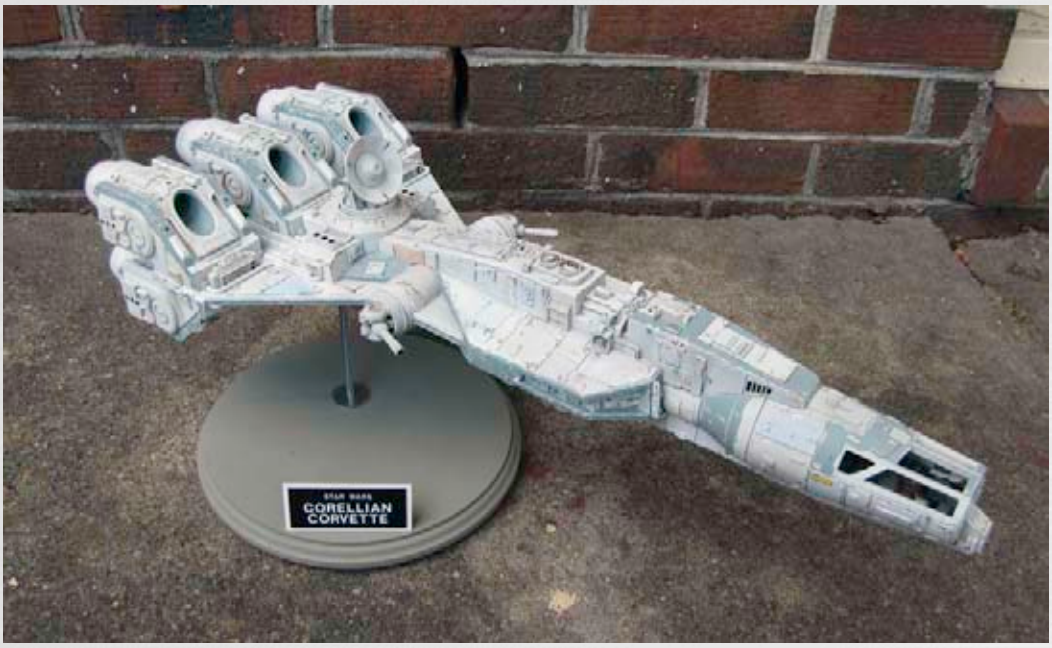
patterns. This helped to break up the overall dirty white color of the ship. More streaking and staining was accomplished using black and rusty colored powders. This was also done to the large engine exhausts. I like using black pastel for exhaust stains rather than paint, as I like the shadowy, burnt appearance it provides.

different colors, using a large sheet of sandpaper as my palette. I used 2 shades of gray, some blue, and three different shades of brown and yellow-brown. By combining them, I had a lot of different tones I could apply to the model.

I started by masking a few random panels with blue painters tape, and brushed on some different shades of pastels. This gave me the 'basic' contrasting color. I unmasked them, then went back with a larger soft brush, and applied gray and grayish brown tones all over the ship in mottled, streaking

I wanted to add some 'livery' to the ship as well. I chose an RLM light blue from the Testors Acryl line, and painted stripes along the edges of the hull and engines, as well as the spine and the top portion of the cockpit tube. Once all this had been done, I went back and used some flat white and a beige color with a size 000 brush to simulate chipping on the hull.

With weathering complete, all that remained was final assembly. I used CA glue to attach the smaller assemblies to the main hull, taking care to make sure the engines aligned, and the model was nearly complete. For a final bit of detail, I used some dry transfers to add small markings all over the hull. They're very subtle, but add some visual interest when viewing the model up close.



I mounted the model to the base using a 6" length of threaded rod, which attaches to a thread insert I placed in the lower hull. The mounting point is actually molded into the kit, I just had to widen it a bit to screw in the thread insert. It balances at that point, which is far to the rear, showing just how heavy those engines are!

This was a great kit to build, and it adds an unusual subject to my Star Wars model collection. Many thanks to Randy Cooper for both building this model, and for making a kit available for us rabid sci-fi modelers!

Build Project

Battlestar Valkyrie

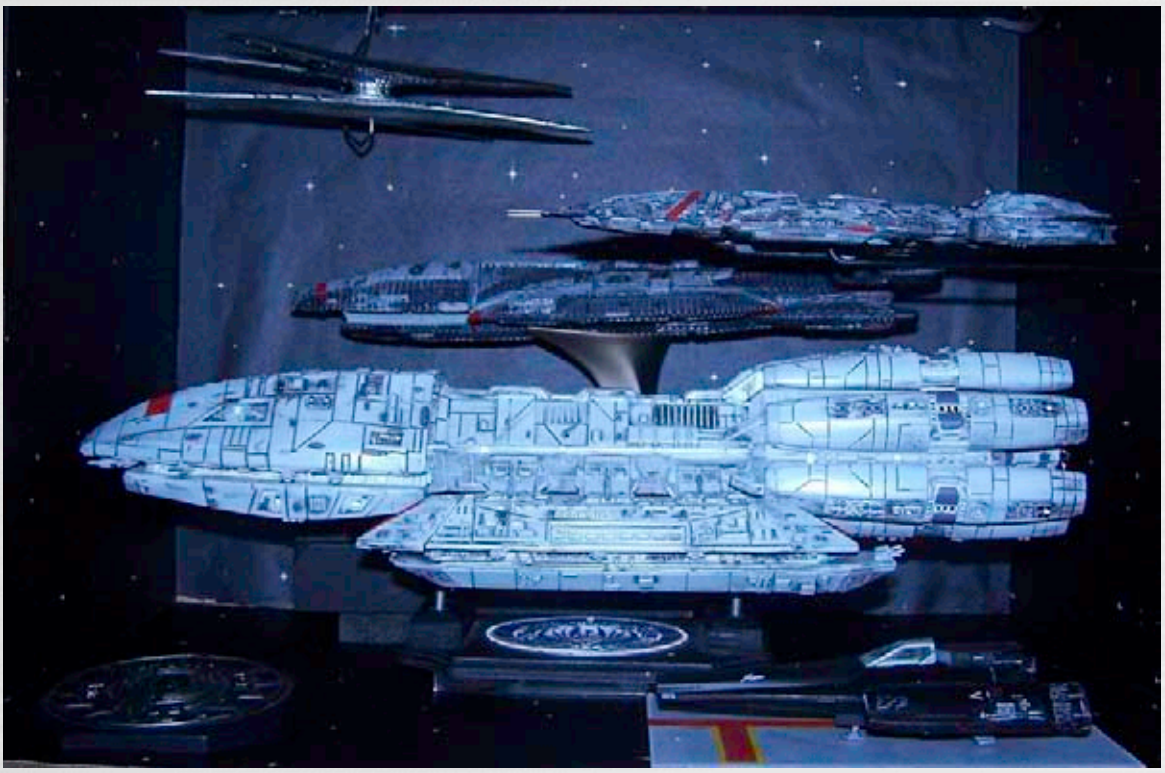
By Keith Sullivan

Hi. This is my build of the Battlestar Valkyrie, the kit comes from a company called "Bad Azz Models" the kit was super easy to put together and, was of a really high quality so it required very little clean up. The only thing that I wasn't very fond of is that I had to make the guns for the model. This process was way to tedious for some

one with big fingers and it would have been nice if they came made already.

The best things I like is the detail (that is fantastic), the open landing bays that are totally open from one end to the other and a full length

landing bay decal for them. It even has real wire to do the piping on the under side. If you have the opportunity, it's worth buying.



The Build:
Now on to the fun part of modeling, building the kit. I started with the engine pods, by putting the flaps on the front and rear of each pod. When

doing this, remember that for the two side pods, the front flaps have to be angled and the two top pods straight and all of the rear flaps are straight. Next, I moved to the headpiece and glued the bottom to the top, then to the main body section. Then I put that aside and primed and painted the landing bay pieces, let them dry, put on the full-length decals (be careful when doing this step-the decals rip easily) and painted the ribs on the top bay piece. After they dried, I glued the tops to the bottoms and had my bays done, except for the weathering.

Next, I went back to the pods and glued them to the engine base piece and glued that assembly to the main body, then primed it and shot it with my color. (The color I used "warm gray" made by SEM products. It's an auto carpet dye.)

While all that was drying, I went back to the bays and started my weathering. I have a rather unique weathering process that I do. It's black liquid shoe polish. What I do is use the applicator

that it comes with and put a liberal coat on the piece I'm doing, and then wipe it off with a rag before it dries. The amount you wipe will give you different shades and you can always reapply it. If you think it's too light, you can use steel wool when it dries to make it lighter. If it's not light enough for you, I do this a lot on the leading edges to give it a worn look - pretty easy to do it looks nice and really does bring out the detail in what you're weathering.

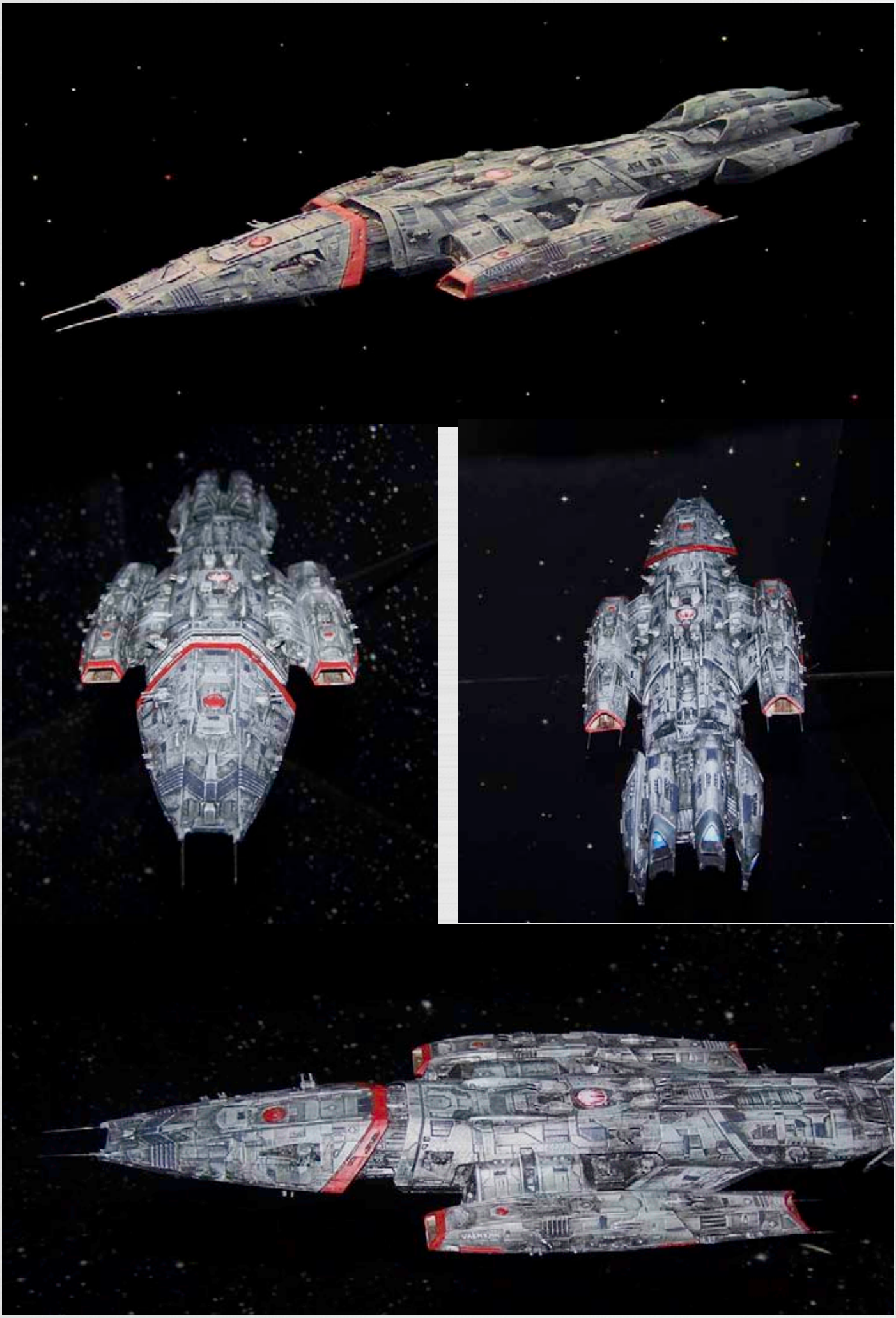
On this model, I decided to panel paint it before

and after I weathered it, to give it a better look but the next stage was to weather the main body head and engine parts that I glued together, before then glue on the landing bays and the basic shape was done.

Next, I moved to the piping on the under side and as I mentioned earlier, had to make the guns for the ship and there's a lot of them to do this. It took a couple of days and was the most time-consuming item on the model. You get very little extra barrel material to use, so be careful not to waste it. I didn't make it and had to improvise on the antennas on it.

When I had all that done, I glued them to the ship and painted them with a brush using the same paint that I painted the model with, let it dry good, then weathered the guns. I do that by getting eye shadow applicators that you buy in the store. They work real well for little spots. All I do is use one end to apply and the other dry side to wipe off the excess and blend it all in the last step is to do final paint and decal and install the antennas (I used needles) and it is done .

It came out very nice and I love the detail in this model. It really adds to its appeal.



Resources

Material Suppliers

EMA Model Supplies Limited

Antenociti's Workshop

Alec Tiranti

Plastruct

RS Supplies

Maplin

Crafty Computer Paper

LED Light Suppliers

Glow Paint & Pigment

Expo Tools

EverGreen Scale Models

Animation Supplies

Hobbys

Bare Metal Foil

Model Suppliers

Comet Minatures

Gundam Mad

Hobby Link Japan

Frontier Models

Netmerchants
Federation Models

Cultman TV

Stevenson International

Antics

Mojo Resin

Monsters In Motion

Retro Resin

Forge World

Games Workshop

Labels, Decals, Plans, & Resources

Jbot Decals

Parts Pitt

Starship Builder

Dr Who Logos

Space 1999

JT Graphics

Star Trek Blue Prints

Star Trek Modelers Reference Guide

Steam Punk

Forums

SFM UK

Resin Illuminati

Model Manufactures

Monarch Models

Moebius Models

Revell

Airfix

Psycho Styrene
Pin UP